Determining Line of Sight (LOS)

Line of Sight (LOS) is traced along straight lines from a card to the eight adjacent cards and beyond.

Adjusting for Terrain

- LOS is automatic to *adjacent cards*.
- LOS is blocked *past a card* if either border traced through on that card is dark. Some corner borders may be dark and will block diagonal LOS.
- LOS can always cross a dark border on the originating card, and it can always cross a dark border on the target card. Thus, LOS must pass through light borders on both the entry and exit sides of a card to trace to a card beyond it.

Adjusting for Elevation

Units at higher elevations trace LOS over terrain at lower elevations despite intervening dark borders. Same-level terrain blocks LOS to any lower-level terrain. Some terrain decks have the elevation printed directly on the card in the upper-right hand corner.

Hills Hill cards raise the elevation by 1 level. There can be multiple hill cards under a terrain card, each raising the elevation by 1 level. Dark borders on a hill card supersede light borders on its accompanying non-hill terrain card.

Multi-Story Buildings A unit in the upper story of a multi-story building increases that unit's elevation 1 level.

Adjusting for Cover

Bunker, pillbox, and cave cover markers have a limited firing arc, which is depicted by the arrow on the marker, and units inside the cover my fire only in the indicated direction. You may choose the orientation for friendly cover markers with limited firing arcs at the beginning of a mission, but when you make contact with enemy units inside cover markers with limited firing arcs, point the arrow on the enemy cover marker toward the unit that made contact. Once placed, you can't change orientation of a field fortification. Buildings and urban cover markers do not block LOS at any level.

Adjusting for Volume of Fire (VOF)

Fire Missions An Incoming! or Air Strike VOF marker blocks LOS through and out of a card.

Determining Range

A unit's range is printed on the lower-right corner of the unit's counter. Range is measured in cards.

Range Abbreviations	
P –	Point Blank Range (same card)
C –	Close Range (adjacent card)
L –	Long Range (second card)
V –	Very Long Range (third card)

Elevation Being on higher elevation does not increase an observer's range.

Adjusting for Visibility

Normal visibility 3 cards (Very Long Range), not counting the starting card

Limited Visibility Adjacent (Close Range)

Night Observation Devices You can fire a unit equipped with a passive infrared (IR) device regardless of visibility out to its full range.

Thermal Sights You can fire a unit equipped with thermal sights regardless of visibility out to its full range.

Adjusting for Cover

Bunkers, Pillboxes, and Caves Units in bunkers, pillboxes, and caves may not fire at Point Blank range. If a unit exits a bunker, pillbox, or cave to engage in Point Blank range combat, the unit loses the benefit of the cover and is marked Exposed.

Adjusting for Volume of Fire (VOF)

Smoke, Incoming!, or Air Strike When one of these conditions exists on a card, units from outside the card can see into the card, but units on the card can't see out.

Communicating with Units

A unit must be in visual-verbal, runner, or network communication with the HQ or Staff issuing the order. Pyrotechnics can also be used to issue an order.

Using Wireless and Wired Networks to Communicate

Units can use wireless radio networks or wired field telephone networks for communications.

- **Field Telephones** Connect via an unbroken string of Phone Line markers when they are more than one card apart.
- **Early Handheld Radio SCR-536** Communicates only within Line of Sight (as if Daylight, ignoring smoke) and does not work from under cover.
- **Man pack, VHF-FM Radios (SCR300, PRC25, PRC77, PRC119), and Vehicle Radios** Communicate anywhere on the map with other radios in the same network.
- **Advanced Handheld Radios (ICOM, PRR, PRC148, PRC152)** Communication between CO HQ and PLT HQs and between PLT HQs and squads within same and adjacent cards.

Units communicate only on assigned networks. Each phone and radio counter displays its network.

Network	Use
CO TAC	CO HQ, PLT HQ, CO Staff. BN Staff if with the CO HQ.
BN TAC	BN HQ, BN Staff, CO HQ
ARTY FD	Arty FO
MTR FD	Mtr FO
AIR CTL	FAC

Switching a Radio or Phone to a Different Network

Any HQ or Staff can use a *Switch Radio/Phone to a Different Network* command to *automatically* replace a lost or destroyed radio or phone with one of the same type that has been removed from play.

Repairing a Cut Phone Line

Any HQ or Staff on the same card as a cut phone line marker can use a *Repair a Cut Phone Line* command to *automatically* order a good order unit on the same card as the cut phone line to repair the line. Flip the phone line marker back to its normal side.

Using Visual-Verbal Communication

Units can use visual-verbal communication when they are on the same terrain card, unpinned, and together under the same cover marker or neither under cover. Exception: All occupants of a card can receive an order to *Cease Fire* or *Shift Fire* and pinned units can always receive an order to *Attempt to Remove a Pinned marker*.

Using Runners

The CO HQ can use runners to activate other command units the next turn.

Communications and Vehicles

Vehicle Networks All vehicles in a platoon or flight have their own radio network. They also communicate on the BN TAC in WWII or Korea and on the CO TAC in Vietnam.

Trucks Trucks have no radio and must be given commands using Visual-Verbal or by general initiative.

Pyrotechnic Signals

Before the mission begins, assign specific commands from the Offensive Mission Pyrotechnic Signal Options table in 4.3.6 Pyrotechnics to each color and type of pyrotechnic device. Only one command can be associated with a color and type. All units with a clear LOS to a pyrotechnics signal will perform or attempt to perform the associated action when seeing the device.

Deploying Smoke and Flares to Communicate

Any HQ or Staff can use a *Deploy Pyrotechnic* command to *automatically* order any good order unit with colored smoke or colored flares to deploy the pyrotechnic to signal a command.

Non-aerial pyrotechnics (e.g. smoke) Non-aerial pyrotechnics can only be placed on the same card as the deploying unit and appears only at the level it was placed (it does not billow upwards), and units must be able to trace a normal LOS to that level for it to be used as a signal. Colored smoke has no screening effect.

Aerial pyrotechnics (e.g. flares) Aerial pyrotechnics may be placed on the same card as—or any card adjacent to—the unit deploying them, and they are visible from anywhere on the map regardless of LOS.

Commanding Units to Perform Actions

During the 3.3 Friendly Command Phase, HQ or Staff acquire and use commands to activate lower HQs and Staff or to order themselves or subordinate friendly units in play and in communication to perform actions, or the must save those commands (within save limits). In addition, any unit may also take the initiative to perform actions without orders from a higher command. See the Action charts in 4.2 Actions for the list of actions units can perform.

Activate All In-Flight Helicopters

During the 3.3 Friendly Command Phase, you must use as many *Activate a Vehicle or AT-capable Infantry unit for the Vehicle Phase* commands as necessary to activate all in-flight helicopters, before you use any other command besides the *Activate a subordinate HQ or Staff* command.

Low Command Draws   If due to the luck of the draw you don't have enough commands to activate all in-flight helicopters, you must move all in-flight helicopters, anyway, and the 3.3 Friendly Command Phase will end without taking any other action. Under these circumstances, helicopters in the PICKUP ZONE will not be able to load or unload during the turn and must remain in the PICKUP ZONE.

Helicopters are organized into flights under the CO HQ.

Activating Vehicle and AT-capable Infantry

Any HQ or Staff may use an *Activate a Vehicle or AT-capable Infantry unit for the Vehicle Phase* command to **automatically** activate an unpinned vehicle or AT-capable infantry unit. Place an Activated marker on the unit counter. An activated vehicle may then perform actions during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase. An activated AT-capable infantry unit may only fire on a vehicle during 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase but may perform other actions during the 3.3 Friendly Command Phase. Ground-based vehicles are organized into platoons each with a PLT HQ. Besides giving commands, a ground vehicle PLT HQ can perform combat or transport actions.

Activating HQs and Staff

During the 3.3.1 Activation Segment, **any HQ or Staff** may use an *Activate a subordinate HQ or Staff* command to **automatically** activate any subordinate HQ or Staff within the chain of command.

Originator Limitations   Any HQ or CO Staff unit that has been reduced to a Fire Team may only issue commands to itself and cannot be activated by a higher HQ. Any HQ converted to an Assault Team, Litter Team, or Paralyzed Team cannot issue commands until it is reconstituted.

Recipient Limitations   For some actions, recipient units must be in good order. A "Good Order" unit is not pinned and is not a Fire Team or an Assault Team, Litter Team, or Paralyzed Team. A unit that is not a Good Order unit may only perform a limited set of actions. See *4.2.5 Pinned and LAT limitations* or the LAT Limitations Chart for more information.

If the BN HQ Is on the Map   Give the BN HQ commands (6 if daytime, 4 in limited visibility). The BN HQ must use those commands by activating the CO HQ or by ordering itself or subordinate units in play and in communication to perform actions, or the BN HQ may save those commands, up to the maximum defined in the Command Save Limits chart.

COMMAND SAVE LIMITS		
Experience Level	**Daytime**	**Limited Visibility**
Green	3	2
Line	6	4
Veteran	9	6

If the BN HQ Is off the Map   If the CO HQ is in communication with the BN HQ, give the CO HQ commands: Draw an Action card and give the CO HQ commands equal to the Activated Commands number (in the helmet) modified by the Command Draw Modifiers chart, for a minimum of 1.

The CO HQ must use those commands by activating lower HQs and staff or by ordering itself or subordinate units in play and in communication to perform actions, or the CO HQ may save those commands, up to the maximum defined in the Command Save Limits chart.

If a PLT HQ or CO Staff Has Been Activated

If a PLT HQ or CO Staff Has Been Activated   Give a PLT HQ or CO Staff commands: Draw an Action card and give the PLT HQ or CO Staff commands equal to the Activated Commands number (in the helmet) modified by the Command Draw Modifiers chart, for a minimum of 1.

The PLT HQ or CO Staff must use those commands by ordering itself or subordinate units in play and in communication to perform actions, or the PLT HQ or CO Staff may save those commands, up to the maximum defined in the Command Save Limits chart.

COMMAND DRAW MODIFIERS	
If the HQ or Staff is	
Pinned	-1
Green	-1
Veteran	+1
Under Cover/Fortifications	+1
If the HQ or Staff's card has	
(S) VOF	-1
(A) VOF	-2
(H) VOF, Sniper(S!), Incoming!	-3
If the Current Activity is	
No Contact	+1

Current Activity Level

Current Activity Level indicates intensity of the situation.

- **No Contact** – No VOF or PDF markers or spotted enemy units on the map.
- **Contact** - One card is under VOF or there is at least one spotted enemy unit on the map.
- **Engaged** – Two or more cards are under VOF.
- **Heavily Engaged** – Two or more cards are under VOF and at least one card has both enemy and friendly units.

Using Runners to Activate Command Units

The **CO HQ** can use a *Create a Runner* command to **automatically** order any good order unit, Assault Team, or Fire Team to create a runner. Reduce the unit receiving the command by one step and place the Runner counter on the map on the same card.

The **CO HQ** can use a *Dispatch a Runner* command to **automatically** order any good order runner unit to move to any PLT HQ or CO Staff to activate that unit the next turn. Place the Runner counter adjacent to the PLT HQ or CO Staff that will be activated and mark the runner Exposed. If the runner survives the combat phase, the command unit will be activated the next turn and the runner will automatically return to the card it was dispatched from.

The **CO HQ** can use a *Dismiss a Runner* command to **automatically** remove a good order runner from play and to add a step to a good order unit that can absorb at least one step and that is located on the same card as the runner and the CO HQ.

You can have no more than two runners in play at a time.

Having HQs and CO Staff Take Initiative

During the 3.3.2 Initiative Segment, after all HQs and CO Staff have acquired and used or saved their commands, units may take the initiative to perform actions without orders from a higher command.

If the CO HQ has not been activated   Draw an Action card and give the CO HQ commands equal to the Initiative Commands number (in the star), modified by the Command Draw Modifiers chart, for a minimum of 0.

If a PLT HQ has not been activated   Draw an Action card and give the PLT HQ commands equal to the Initiative Commands number (in the star), modified by the Command Draw Modifiers chart, for a minimum of 0.

If a CO Staff has not been activated   Give it 1 command.

Having Any Unit Take Initiative

During the 3.3.2d General Initiative Impulse, draw an Action card. Use commands equal to the Initiative Commands number (in the star), unmodified, on any unit in play. Halve the number of commands, rounding down, if the mission is a Combat Patrol.

Performing Actions

An action can either be automatic or it may require an attempt. See the Action charts in 4.2 Actions for the list of actions units can perform. The Draw column on the charts indicates whether an action is automatic or requires an attempt; a number indicates the base number of Action cards you must draw in an attempt.

Only One Action of Any Named Type   A unit may be ordered to perform more than one action, but it may perform *only one Action of any named type*, except for movement actions within a Card.

Automatic Actions

To perform an automatic action, just use the command. Do not draw an Action card.

Actions That Require an Attempt

Draw the number of Action cards indicated for the action in the Action table, with modifications:

Movement and Combat actions   If the *recipient* of the order is Veteran (+1) or Green (-1).

Rally actions   If the *commanding* unit is Veteran (+1) or Green (-1).

Platoon actions   When attempting an action for multiple units in a platoon, use the experience levels of the individual units making the attempt, Veteran (+1) or Green (-1).

Attempt to Spot action   Use the Spotting Attempts Draw Modifiers Chart.

Exhorting Units to Continue an Attempt

If a unit fails an attempt to perform an action, **any HQ or Staff** can use the *Exhort* command to emphatically urge a subordinate unit to continue to try, which means you draw **one more Action card**, after a failed attempt.

Reconstituting Units

You can reconstitute squads and command units that were previously removed from the map

Reconstituting a Squad

Any HQ or Staff can use an *Attempt to Reconstitute Squad* command to order 2 to 4 unpinned Assault Teams or generic Fire Teams to **attempt** to reconstitute a squad (a unit of 2 or more steps) that was previously removed from the map. If an Action card drawn (**2 ±**) includes a RALLY icon, the attempt is successful. Replace the Fire Teams and Assault Teams with the squad counter equal to the number of steps removed from play. Reconstitution limitations include:

- You can never have a unit reconstitute so that it ends up with more firepower than it started with.
- Weapons teams and forward observers may not be reconstituted during a mission.

Experience Level The experience level of a reconstituted squad is based on the experience level of the units used to reconstitute it: Use Line for Assault Teams and Green for all others. See 10.6 Multi-Step Unit Experience Levels.

Reconstituting a PLT HQ

The **CO HQ or any CO Staff** can use a *Reconstitute a PLT HQ* command to **automatically** order any good order unit from a platoon to reconstitute as the platoon's PLT HQ. Reduce the recipient unit by one step and place the PLT HQ into play onto that card and at Green experience level. If a PLT HQ is on its Fire Team side, it cannot be reconstituted, but must rally or be rallied.

Reconstituting the CO HQ

The **BN HQ or any CO Staff** can use a *Reconstitute the CO HQ* command to **automatically** reconstitute the CO HQ, but only from one of the following units, if the unit is still in play and on its command side, in the following order of precedence: CO XO, PLT HQ, Arty FO, CO 1SGT, CO GYSGT, any good order step. Replace the HQ or Staff unit used or reduce the recipient unit by one step and place the CO HQ back into play onto that card and at the Green experience level. If the CO HQ is on its Fire Team side, it cannot be reconstituted, but must rally or be rallied. CO Staff cannot be reconstituted during a mission.

Rallying Units

You can use commands to order units to attempt to rally, with the following restrictions:

- Any good order unit that has been converted to a Paralyzed Team, Litter Team, Assault Team, or generic Fire Team counter can never be rallied back to its original counter.
- You can never have a unit rally so that it ends up with more firepower than it started with.
- Weapons teams and forward observers may not be rallied.

Rallying a Pinned Unit to Become Unpinned

Any HQ or Staff can use an *Attempt to Remove a Pinned marker* command to order any unit under a Pinned marker to **attempt** to become unpinned.

- If there is no VOF on the card, the action **automatically** succeeds.
- If there is VOF on the card and if an Action card drawn (**2 ±**) includes a RALLY icon, the attempt is successful.

Rallying a Paralyzed Team to Become a Litter Team

Any HQ or Staff can use an *Attempt to Convert a Paralyzed Team to a Litter Team* command to order any unpinned Paralyzed Team to **attempt** to become a Litter Team.

- If there is no VOF on the card, the action **automatically** succeeds.
- If there is VOF on the card and if an Action card drawn (**2 ±**) includes a RALLY icon, the attempt is successful.

Rallying a Litter Team to Become a Fire Team

Any HQ or Staff can use an *Attempt to Convert a Litter Team to a Fire Team* command to order any unpinned Litter Team to **attempt** to become a generic Fire Team.

- If there is no VOF on the card, the action **automatically** succeeds.
- If there is VOF on the card and if an Action card drawn (**2 ±**) includes a RALLY icon, the attempt is successful.

Rallying a Fire Team to Become an Assault Team

Any HQ or Staff can use an *Attempt to Convert a Fire Team to an Assault Team* command to order any unpinned generic Fire Team to **attempt** to convert to an Assault Team.

- If there is no VOF on the card, the action **automatically** succeeds.
- If there is VOF on the card and if an Action card drawn (**2 ±**) includes a RALLY icon, the attempt is successful.

Detaching an Assault Team or Fire Team from a Squad

Any HQ or Staff can use a *Detach Team* command to **automatically** order any good order squad with 3 to 4 steps to reduce the squad by one step and place either an Assault Team or generic Fire Team into play on the card.

See the squad breakdown charts in 11.4 Combat Patrols (Vol. 1) to know which generic Fire Team counter to detach from a particular squad.

Supplementing a Squad with an Assault or Fire Team

Any HQ or Staff can use a *Supplement Squad* command to **automatically** order any unpinned Assault Team or generic Fire Team to supplement any good order squad with 2 to 3 steps. Remove the Assault Team or Fire Team from play and add the step to the squad.

Rallying a Fire Team to Its Good Order Side

If a unit with a good order front side is on its Fire Team side, **any HQ or Staff** can use the *Attempt to Flip a unit with a Fire Team Side to Front* command to order the unit (or itself) to **attempt** to flip to its good order front side.

- If there is no VOF on the card, the action **automatically** succeeds.
- If there is VOF on the card and if an Action card drawn (**2 ±**) includes a RALLY icon, the attempt is successful.

Rallying a Good Order Unit to Its Fire Team Side

Any HQ or Staff can use a *Flip a unit with a Fire Team Side to its Fire Team side* command to **automatically** order any good order unit with a Fire Team side to flip to the Fire Team side.

Rallying an Assault Team to Become a Fire Team

Any HQ or Staff can use a *Convert an Assault Team to a Fire Team* command to **automatically** order any unpinned Assault Team to become a generic Fire Team.

Deploying Pyrotechnic Flares to Illuminate a Card

Any HQ or Staff can use a **Deploy Pyrotechnic** command to **automatically** order a good order unit with a handheld illumination device to illuminate a card

-OR-

Any HQ or Staff can use an **Attempt to Call for Fire from an Off-Map Firing Agency** command to order any eligible observer to **attempt** to call for an illumination fire mission to illuminate a card. If an Action card drawn (**no. per mission instructions**) includes a BURST icon, the attempt is successful.

Units can see out to normal visibility if all cards along LOS are illuminated, with the following limitations:

- Illumination does not help with visibility in rain, snow, or fog conditions.
- Passive infrared (IR) night observation devices become ineffective under illumination.

Signal Actions   If you must use a colored flare for illumination, if there are signal actions associated with that color and type of pyrotechnic, you must perform or attempt to perform those actions.

Spotting the Enemy

Any HQ or Staff may use an **Attempt to Spot** command to order any good order unit, including LAT teams in certain cases, to **attempt** to spot an enemy unit. Modify the draw (**base 2**) according to the Spotting Attempts Draw Modifiers Chart; the minimum draw is 1 card. If an Action card drawn includes the CROSSHAIRS icon, the attempt is successful. Remove the "?" PC marker from the spotted unit.

All Are Spotted   A card can never contain both spotted and unspotted units. If one unit on the card is spotted, all are spotted, including those that move onto the card.

Sniper   When a good order sniper is spotted, the sniper will move one card away from US units until it is out of LOS or has exited the map, which removes the sniper from play. The sniper will first try to move to a card that is out of LOS of all US units or will try to move onto the card with the highest cover value. Once out of LOS of US units, the sniper is again unspotted. If a sniper is spotted in a bunker, pillbox, or cave, the sniper will remain in place.

If US units are continuing fire on an empty card and a new, unspotted enemy unit appears or moves onto the card, those unspotted units will suffer any VOF exerted on the card.

Units That Move Become Exposed

Any unit that moves without infiltrating becomes Exposed unless the unit is moving between cards in the Staging Area, between field fortifications (trenches, bunkers, or pillboxes) of the same type, or between adjacent buildings.

Exposed Units May Not Move to Adjacent Cards   An Exposed unit may move *within* a card an unlimited number of times but may not move to another card.

Some Exposed Units May Not Fire   Exposed units with the following munitions may not fire.

- Mortar tubes
- H VOF RKT/RCL
- Tripod-mounted machine guns (with an A VOF with an arrow symbol over the A)

Deploying Pyrotechnic Smoke to Provide Concealment

Any HQ or Staff can use a **Deploy Pyrotechnic** command to **automatically** order any good order unit with smoke or white phosphorous (WP) smoke to deploy the smoke to provide concealment.

When smoke is present on a card, the smoke modifies the NCM using the modifier printed on the smoke marker. Units on the card cannot fire out of the card but they can fire *within* the card.

Using CS Gas to Force the Enemy to Fall Back

Any HQ or Staff can use a **Deploy Pyrotechnic** command to **automatically** order any good order unit with tear gas (CS) to deploy the CS to provide concealment and to force the enemy to fall back during the 3.4.2 Enemy Activity Check Segment.

Any US unit with a G! VOF can deploy CS gas using 40mm grenades up to Close Range. CS gas can also be deployed using a CS Projector.

Concealment   Units on a card with CS gas cannot fire out of the card but can fire within the card.

Moving a Unit to an Adjacent Card

Any HQ or Staff may use a **Move to an Adjacent Card** command to **automatically** order any good order unit, and LATs in certain cases, that is *not* Exposed to move to an adjacent card. Move the unit to the adjacent card and mark it Exposed. If the card includes a cover marker, the unit may move under that cover marker without an additional command.

PDFs and Movement   A unit may attempt to move orthogonally or diagonally to another card but may not move diagonally through a PDF.

Moving a Platoon to an Adjacent Card

A **PLT HQ** may use a **Move a Platoon to an Adjacent Card** command to **automatically** order all good order units in the platoon on the same card that are not Exposed to individually perform the **Move to an Adjacent Card** action. See "Moving a Unit to an Adjacent Card" above.

Infiltrating a Unit to an Adjacent Card

Any HQ or Staff may use an **Attempt to Infiltrate an Adjacent Card** command to order any good order unit, and LATs in certain cases, that are *not* Exposed and that do not have a VOF that is an A with an arrow symbol or an H VOF, to **attempt** to infiltrate to an adjacent card. Either the origin card or the destination card must have a VOF marker on it. If an Action card drawn (**2 ±**) includes the INFILTRATE icon, the attempt is successful. Move the unit to the adjacent card but do *not* mark it Exposed. If the card includes a cover marker, the unit may move under that cover marker without an additional command. If the attempt fails, the unit must perform the **Move to an Adjacent Card** command. See "Moving a Unit to an Adjacent Card" above.

Infiltrating a Platoon to an Adjacent Card

A **PLT HQ** may use an **Attempt to have a Platoon Infiltrate an Adjacent Card** command to order all good order units of the platoon on the same card that are *not* Exposed and that do not have a VOF that is an A with an arrow symbol or an H VOF to individually **attempt** to perform the **Attempt to Infiltrate an Adjacent Card** action. See "Infiltrating a Unit to an Adjacent Card" above. If the attempt fails for a unit, the unit must perform the **Move to an Adjacent Card** action. See "Moving a Unit to an Adjacent Card" above.

Stacking Units on Cards

You may have no more than 16 Steps and 4 vehicles per side on a card. Steps embarked on vehicles do not count against the limit. Casualties or Brewed Up or Wrecked vehicles do not count.

Designating a new Tactical Control Measure

The **CO HQ or a PLT HQ on a patrol mission** may use a **Designate a New Tactical Control** command to **automatically** place a new tactical control measure, such as a casualty collection point, on the same card.

Cover

Cover includes basic cover, field fortifications (including foxholes, trenches, bunkers, and pillboxes), urban cover (including light buildings and strong buildings with or without upper stories and church towers), and caves.

Cover Capacity

Unless specified on the marker (e.g. on pillbox markers), there is no limit to the number of steps that can be under a given cover marker, but only units of one side can be under a given cover marker. There is a limit to the number of steps that can be in a cave marker, indicated by the number in parenthesis on the marker. Ignore any casualties under a cover marker when determining if the cover marker is occupied.

Cover Potential on a Card

Terrain cards have an intrinsic cover value and may contain additional potential cover within its boundaries that add to the intrinsic cover value.

Intrinsic Cover The number in the circle in the upper left-hand corner of a terrain card indicates its intrinsic cover value. Some cards have two values. Direct fire across a dark border uses the higher value; all other fire, including grenade, incoming, and air strikes, and fire originating from within the card, use the lower value.

Potential Cover The lower left-hand corner of each terrain card includes an icon (usually a tree or a building) with a number that indicates the maximum number of basic cover markers it can contain. Foxholes, trenches, bunkers, and pillbox markers do not count against a terrain card's cover marker potential. The lower center portion of each terrain card includes an Action cards icon with a number that indicates how many cards you must draw when attempting to seek cover.

Upper Stories and Church Towers Upper Story and Church Tower markers do not count against a card's cover potential. Only one step may be in a Church Tower marker.

Seeking Cover within a Card

Any HQ or Staff may use an *Attempt to Seek Cover* command to order any good order unit, and LATs in certain cases, not under a cover marker, to **attempt** to seek new cover, if the card has not already reached its cover potential. If an Action card drawn (**no. ± per terrain card**) includes the COVER label, the attempt is successful. Place the unit under a cover marker and mark the unit Exposed.

Urban Cover Use urban cover markers on cards with the urban cover symbol. Refer to the Urban Cover Probability Table for the campaign to know the type of cover found. If a unit finds a light building or a strong building, and if the card includes a multi-story or church indicator, add an Upper Story or Church Tower marker to the card, in addition to the regular building cover marker that represents the first floor.

Moving a Unit to or from Cover

Any HQ or Staff may use a *Move to or from Cover* command to order any good order unit, and LATs in certain cases, to **automatically** move to or from cover. Place the unit under the cover marker and mark the unit Exposed.

Units may move from under one cover marker to another cover marker in the same action.

When moving to another card that has an unoccupied or friendly occupied cover marker, the unit may move directly under the cover marker.

Infiltrating a Unit to or from Cover

Any HQ or Staff may use an *Attempt to Infiltrate to or from Cover* command to order any good order unit, and LATs in certain cases, that are *not* Exposed to **attempt** to infiltrate to or from a cover marker. The card must have a VOF marker on it. If an Action card drawn (**2 ±**) includes the INFILTRATE icon, the attempt is successful. Move the unit to or from the cover marker but do *not* mark it Exposed. If the attempt fails, the unit must perform the *Move to or from Cover* action. See "Moving a Unit to or from Cover" above.

Moving between Trenches, Bunkers, and Pillboxes

If multiple trench, bunker, or pillbox markers exist on a card or adjacent cards, **any HQ or Staff** may use a *Move to an Adjacent Card* command to **automatically** order any good order unit, and LATs in certain cases, that is *not* Exposed to move to the same type of cover on the adjacent card. Move the unit under the cover marker on the adjacent card, but do *not* mark the unit Exposed.

Moving a Unit to and from the Upper Story in a Building

Any HQ or Staff may use a *Move to or from Cover* command to order any good order unit, and LATs in certain cases, to **automatically** move to or from the upper story of a building. To move to an upper story, a unit must first enter the building on the first floor. A second action is required to move to the upper story. Place units on the Upper Story marker if the units are in the upper story of a building.

Automatically Opening Fire with Basic VOF

Basic VOFs are printed on unit counters and include small arms (S), automatic weapons (A), heavy weapons (H), and assault rifles (A/S). Assault rifles generate A VOF at Point Blank range and S VOF at any other range.

Units automatically open fire with their Basic Volume of Fire (VOF) and in a Primary Direction of Fire (PDF) onto all occupants of the closest spotted enemy occupied card within range and LOS. You indicate a unit has opened fire by placing a Volume of Fire (VOF) marker, which indicates how much the unit is firing, and a Primary Direction of Fire (PDF) marker, which indicates what direction the unit is firing (if firing outside its own card).

How US Units Choose Targets   A US unit opens fire using the following priorities: a) the closest card, b) the card projecting the highest VOF, c) randomly. RKT, RCL, and mortar units may not fire from under a building, bunker, or pillbox marker, and mortar units may not fire from under a cave marker or from a +3 Jungle or Woods terrain card and may never target their own cards.

How the Enemy Chooses Targets   An enemy unit opens fire using the following priorities: a) the target with the most steps on its own card, b) a random target on its own card, c) the card with the most steps, even if that card contains units from both sides, d) randomly. If a US unit enters an enemy occupied card, the enemy unit on the card will lose any PDF to another card and switch to firing upon the entering unit.

No Friendly Fire When Opening Fire

A US unit will not automatically open fire onto or through a card with units from both sides unless the US unit enters a card that is occupied by units from both sides.

An enemy unit will not open fire through a card containing an enemy unit. However, an enemy unit will open fire on a card that contains units from both sides.

Elevated Fire   Units with an A VOF with an arrow over the A or with an H VOF will fire over the heads of intervening friendly units that are at least one level of elevation lower than the firing unit. Likewise, units with mortar tubes will fire over the heads of intervening friendly units with no restrictions. Do not place a VOF marker on the card being fired over.

Displaying Basic VOF on a Card

If fire is coming from outside the card   Stack Basic VOF markers from *all* units (friendly and enemy) firing into or within the card in the upper left of the card, with the best (lowest) VOF rating on top.

If no fire is coming from outside the card   Stack friendly Basic VOF markers in the upper left and enemy Basic VOF markers in the lower left of the card.

Establishing the Primary Direction of Fire (PDF)

When a unit fires on another card, place a PDF marker on the edge of the originating card with the arrow pointing toward the target card. *All* units on the card only fire along that PDF, and this includes Concentrate Fire and Grenade Attack actions.

- Any units that move into the originating card open fire along the PDF.
- If a lone unit moves out of a target card but remains in LOS and in range along the same PDF, the lone unit will continue to receive fire from the originating card.
- If a lone unit moves out of the same card as an enemy unit, the lone unit will continue to receive fire from the original card so long as the unit remains in LOS and in range. Place a PDF marker to indicate PDF.
- If an enemy unit enters a card, firing units on that card automatically shift fire to the enemy unit on the same card. Remove the original PDF marker for the firing units.

Reciprocating Fire   If there is reciprocating fire, flip the PDF marker to display arrows pointing in both directions.

Smoke   Smoke along a PDF will block fire through the card. Move the VOF from the target card to the card with the blocking smoke.

Grazing Fire   A unit with a tripod-mounted machine gun (an A VOF with an arrow over the A) exerts a VOF into every card along its PDF—and within its LOS and range—as long as all the cards are at the same elevation.

Determining Crossfire

Place a CROSSFIRE VOF marker on a card when there are two or more PDFs directed at the card.

Concentrating Fire

Any HQ or Staff may use an *Attempt to Concentrate Fire* command to order any good order unit, and LAT teams in certain cases, with an S, A, A/S, or H VOF rating to attempt to concentrate fire on a cover marker or unit. If the target is a cover marker, the action affects all units under the marker.

- If an Action card drawn (**2 ±**) includes a CROSSHAIRS icon, the attempt is successful. Place a CONCENTRATE FIRE VOF marker on the unit or cover marker being attacked and expend two units of ammunition.
- If two or more Action cards drawn (**2 ±**) include a CROSSHAIRS icon, the attempt is successful. Place a CONCENTRATE FIRE VOF marker on the unit or cover marker being attacked and expend two units of ammunition. The target unit also loses the benefit of a cover marker. If the target unit is not under a cover marker, place a second CONCENTRATE FIRE VOF marker on the unit.

You may make multiple attempts to concentrate fire and they are cumulative. The CONCENTRATE FIRE VOF does not replace the firing unit's basic VOF.

Tripod-mounted Machine Guns   Draw an extra Action card when a unit with an A VOF with an arrow over the A attempts to concentrate fire.

Jam   If one or more Action cards drawn include a Jam indicator, the unit has experienced a serious weapons malfunction. Remove the unit from play and replace its steps with fire teams.

With an Entire Platoon   A PLT HQ may use an *Attempt to have a Platoon Concentrate Fire* command to order all good order units of the platoon on the same card, and LAT teams in certain cases, with an S, A, A/S, or H VOF rating to attempt to concentrate fire on a cover marker or unit. Each unit must attempt to perform the *Attempt to Concentrate Fire* action. See "Concentrating Fire with a Unit" above.

Continuing Fire with Basic VOF

After a US unit has opened fire with its Basic VOF, it will not cease or shift fire without commands, even if its target card becomes occupied by friendly units. A unit will continue to fire at the same card until

- It is ordered to cease fire
- It is ordered to shift fire
- It is ordered to move to another card
- An Incoming! marker is placed on the firing unit's card
- Smoke is placed on the firing unit's card or along the PDF
- An enemy unit enters the firing unit's card

A unit will not stop firing merely because there are no more enemy units on the target card, or because smoke appears on the target card or along the PDF, or because a change in a unit's status has reduced its range such that the target card is now beyond its range. If a unit's VOF changes, its PDF will remain the same.

Friendly Fire with Continuing Fire

A US unit with an existing PDF will continue to fire at a card even if another friendly unit moves into that card.

Ordering Units to Cease Fire

Any HQ or Staff may use a *Cease Fire* command to automatically order all occupants of a card to cease fire. If the HQ or Staff is using visual-verbal communication to issue the command, all occupants of the card the HQ or Staff is on will cease fire, whether in communication with the originator or not. Remove any VOF and PDF generated by the occupants of the card. The units will then automatically open fire on the closest spotted enemy in their LOS if the enemy unit's card does not have friendly units on it.

Ordering Units to Shift Fire

Any HQ or Staff may use a *Shift Fire* command to automatically order all occupants of a card to shift fire to a specific card. Move the VOF and PDF generated by the occupants of the card. If the HQ or Staff is using visual-verbal communication to issue the command, all occupants of the card the HQ or Staff is on will shift fire, whether in communication with the originator or not.

Weapon Types, Abilities, and Restrictions

Hand Grenades	Hand grenades may only be used on the same card.
Demolition Charges	Demolition Charges are used to reduce enemy field fortifications, to seal caves/tunnels, and to create breaches in urban warfare.
Flamethrowers	Flamethrowers are designed to reduce enemy field fortifications.
Rifle Grenades	Rifle Grenades have a Grenade (G!) VOF. When fired they are expended (whether they hit successfully or not). They cannot be fired from under a building, bunker, or pillbox marker. Units equipped with Rifle Grenades place their normal VOF based upon their VOF rating but can also be ordered to *Attempt to Make a Grenade Attack* to attack with their rifle grenades.
Grenade Launchers	Grenade Launchers have a Grenade (G!) VOF and may be fired without restrictions.

NO PDF Markers for Special VOF

Special VOF markers do not require PDF markers.

G! A unit with a G! superscript is equipped with grenades or rocket launchers in addition to its base weapon. In addition to having it fire with its normal VOF Rating you can command the unit to perform an *Attempt to Make a Grenade Attack* action at Close Range.

S! A unit with a S! superscript is a sniper.

F! A unit with an F! superscript is equipped with flamethrowers. Man-packed flamethrowers can only attack at Point Blank range. Vehicle-mounted flamethrowers can attack at Point Blank and Close Range. Flame attacks can only be made against a specific cover marker or building area of an urban terrain card.

Attacking with Grenades

Any HQ or Staff may use an *Attempt to make a Grenade Attack* command to order any good order unit, and LATs in certain cases, to **attempt** to attack a specific unit or cover marker with grenades.

- If an Action card drawn (**2 ±**) includes a GRENADE icon, the attempt is successful. Place a Grenade! VOF marker on the unit or cover marker being attacked. Use the -4 modifier for U.S. and German grenades and the -3 modifier for Asian (North Korean, etc.) grenades. You may make multiple grenade attacks against a target and they are cumulative (but not with other VOFs). Do not modify Grenade! VOF with visibility modifiers.
- If two or more Action cards drawn (**2 ±**) include a GRENADE icon, a critical hit occurs, and the target loses the benefit of cover. If the target is not under cover, place a second Grenade! VOF marker on the unit.
- If the attempt fails, place a Grenade! Miss (-1) VOF marker on the card. The miss applies to the entire card and all visibility modifiers apply normally. Miss attempts are not cumulative.
- If one or more Action cards drawn (**2 ±**) include a JAM indicator, and if the unit is attacking a target on an adjacent card, the unit has experienced a serious weapons malfunction. Remove the unit from play and replace its steps with Fire Teams.

Grenade attack range   Any unit with any printed VOF rating may attempt a grenade attack on the same card. Units with a G! superscript may attempt a grenade attack on an adjacent card. Units with a G! VOF rating and a printed range may attempt a grenade attack out to that range.

Target Movement   If a targeted unit moves out of the cover marker or card, replace Grenade! VOF markers with a single Grenade! Miss (-1) VOF marker.

Retaliation   When a grenade attack is successful against an unpinned enemy unit with its own VOF rating on the same card, the enemy unit will respond with grenades, unless the attacking unit has not been spotted.

Having a Platoon Attack with Grenades

A **PLT HQ** may use an *Attempt to have a Platoon make a Grenade Attack* command to order all good order units of the platoon, and LATs in certain cases, on the same card to **attempt** to attack a specific unit or cover marker with grenades. Each unit must **attempt** to perform the *Attempt to make a Grenade Attack* action. See "Having a Unit Attack with Grenades" above.

Enhancing a Grenade Attack Using WP Smoke

To enhance the effects of a grenade attack, **any HQ or Staff** can use a *Deploy Pyrotechnic* command to **automatically** order any good order unit with white phosphorous (WP) smoke to deploy the WP onto the target of the grenade attack.

Making a Flamethrower Attack

During mission setup, place a Flamethrower marker on a unit with a flamethrower.

Any HQ or Staff may use a *Flamethrower Attack* command to **automatically** order any flamethrower unit to attack a cover marker, foxhole, trench, bunker, or pillbox at Point Blank range with a flamethrower. Place a Flame Attack VOF marker on the target and expend one of the two available shots for the flamethrower asset. If the flamethrower is out of ammo, flip the unit to its Fire Team side until it obtains another flamethrower.

A vehicle-mounted flamethrower may attack at Close Range or Pat oint Blank range and have more available shots. If a vehicle-mounted flamethrower attacks a bunker or pillbox, remove the bunker or pillbox from play.

Placing a Demolitions Charge

Any HQ or Staff may use an *Attempt to Throw a Demolition Charge* command to **automatically** order any demolition-capable unit with a demolition charge to attack an occupied cover marker, to reduce a bunker or pillbox, to seal a cave entrance, or to create a breach in urban terrain. Place a DEMO VOF marker on the target.

If there is a VOF on the card, the attacking unit must **attempt** to throw the charge, instead. If an Action card drawn (**2 ±**) includes a GRENADE icon, the attempt is successful. Place a DEMO VOF marker on the target. If the attempt fails, place a DEMO MISS VOF marker on the target card. The miss applies to the entire card and all visibility modifiers apply normally. DEMO MISS VOF is cumulative with all other VOF on the card.

Target Movement   If units within a demolitions target move out of the target, the units will still suffer the full effects of the attack.

Bunker or Pillbox   If a demolitions charge is used on a bunker or pillbox, all occupants become casualties. Replace the bunker or pillbox with foxholes.

Cave   If a demolitions charge is used on a cave, all occupants become casualties. The cave entrance has been sealed and the cave is removed from play.

Urban Terrain   If a demolitions charge is used in urban terrain, draw a card for each unit to determine the effect of a HIT and place a breach marker on the target.

Using Claymore Mines

If the mission instructions indicate claymore mines are available, place them at the start of the mission on or adjacent to any US occupied card, but no more than one per card. If an enemy unit enters or appears on a card with a Claymore, after all enemy units have moved, the Claymore attacks one unit at random with a Mine VOF -4. Remove the Claymore after it has been used.

Calling for Fire

If you have available fire missions, an eligible observer, LOS to a valid target, and communications between the observer and the firing agency, you may use a command to order fire support from artillery, mortars, and air strikes. Use the Fire Support Available Table for the mission to know your parameters. Types of fire missions include:

High Explosives (HE)   Intended to cause enemy casualties.

Time-on-Target (TOT)   All rounds hit the ground at the same time.

Smoke/White Phosphorous (WP)   Creates smoke on an unoccupied card for screening movement of friendly forces or making targets for air strikes.

Final Protective Fire (FPF)   Rapid firing until out of ammunition to break up enemy assaults. Used during defensive missions. Before the mission, place an FPF marker on any card not occupied by friendly forces and within LOS of the observer.

Illumination   Parachute flares to provide illumination during night missions.

Air Strike   Delivered from helicopters or fixed-wing aircraft.

Attack Helicopter   A vehicle activated by a call for fire command.

Calling for Fire from an Off-map Firing Agency

Any HQ or Staff may use an *Attempt to call for Fire from an Off-Map Firing agency* command to order any eligible observer to **attempt** to call for fire support from an off-map firing agency. Refer to the fire support tables in the mission instructions. If an Action card drawn (**no. per mission instructions**) includes a Burst icon, the attempt is successful. Place a Pending Fire Mission or Pending Air Mission marker as well as a Target marker on the card and expend the fire mission on the mission log. Remove any existing Target markers for the firing agency.

Registered Targets   Place Target markers on a card when the mission includes registered targets or if a firing agency successfully executes a fire mission during play. Draw an additional Action card if the firing agency fires upon a card when its Target marker is on that card.

Short   If an Action card drawn includes the Short label in the burst icon, the fire mission has gone awry.

- For artillery or mortars, place the Pending Fire Mission marker one card closer to the observer along the LOS; if the observer is calling for fire on his own position, randomly choose a bordering card).
- For air strikes, place the Pending Air Mission marker on a randomly chosen border card.

Battalion Fire Mission   If an Action card drawn for an HE or TOT fire mission includes the three-bursts icon and if the mission instructions say they are available, you may perform a Battalion Fire Mission on two cards adjacent to the original card; the cards do not have to be in the LOS of the observer. Place a Pending Fire Mission marker on the cards.

Air Strikes Require First Marking the Target Card

To call for fire from an air strike, **any HQ or Staff** must first use a *Deploy Pyrotechnic* command to **automatically** order a good order unit with colored smoke to deploy the smoke onto the target card, or use an *Attempt to Call for Fire from an Off-Map Firing Agency* command (see above) to order any eligible observer to **attempt** to call for a smoke/white phosphorous fire mission onto the target card.

Calling for Fire from an On-map Mortar

Any HQ or Staff may use a *Call for Fire from an On-Map Mortar* command to **automatically** order any 2- to 3-step, on-map mortar team to issue supporting fire using indirect lay. The attack does not require LOS for the mortar team but the target must be in the unit's range. Place an H VOF marker on the target card. The mortar team will *not* continue to fire in subsequent turns but must be ordered to fire each time using indirect lay.

Calling for Fire rom Attack Helicopters

Any HQ or Staff may use an *Attempt to call for Fire from an Off-Map Firing agency* command to order any eligible observer to **attempt** to call for fire support from attack helicopters. If one of the Action cards drawn (**no. per mission instructions**) includes a Burst icon, the attempt is successful. Place two attack helicopter counters on the target card during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase. After you resolve AT Combat fire against the vehicle for VOF not associated with any vehicle or weapon listed on the Vehicle and Anti-Tank Weapons Chart, and after you resolve AT Combat reaction fire against the vehicle, the attack helicopters may attack the target card and any one adjacent card with its VOF; if one helicopter is undamaged, the unit may attack the target card only. The unit does not suffer the +1 moving target modifier.

Short   If an Action card drawn includes the Short label in the burst icon, the fire mission has gone awry. Place the unit on a randomly chosen border card and only that card is attacked.

Second Attack   The unit will loiter until the next turn at which point it will be subject to AT Combat fire and it will attack again, unless you use another command to attack a different target. After making the second attack, the unit will depart the map.

Using a Forward Air Controller Aircraft

If you have a forward air controller (FAC) aircraft during a mission, no commands are required to activate it or use it. Once activated, you may use the FAC for up to five turns—each turn, during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase placing it on a card of your choice where it is vulnerable to AT combat—to mark targets at Close Range with a WP marker and to call for fire from an air strike or attack helicopters.

In Vietnam missions, FACs are only vulnerable to S and A/S VOF and 12.7mm heavy machine guns (HMG).

Using a Fixed-wing Gunship

During night missions, if you have a fixed-wing gunship, no commands are required to activate it or use it. Once activated, you may use the gunship for the entire mission—each turn during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase placing it on a card of your choice where it is NOT vulnerable AT combat—to place 3 H VOF and 3 illumination markers on any combination of 3 cards it is on or adjacent to.

Establishing Final Protective Lines

During a defensive mission, you can place an FPL marker on a unit with a tripod-mounted machine gun (an A VOF with an arrow over the A). The arrow on the FPL marker indicates the unit's primary direction of fire (PDF), in the event they are ordered to perform a *Fire FPF/FPL* action by the CO HQ, in which case they will generate heavy weapons (H) VOF along the PDF, not affected by limited visibility, and will continue to fire until they run out of ammunition or receive a *Cease Fire* command. A unit performing a Fire *FPF/FPL* action uses two ammunition points per turn.

Ordering Fire along a Final Protective Line

During a defensive mission, the **CO HQ** can use a *Fire FPF/FPL* command to **automatically** order all good order units tasked with issuing final protective fire along a final protective line to begin firing.

Using Vehicles to Transport Items and Passenger Units

Transporting items and passenger units requires multiple phases.

1. During the 3.3 Friendly Command Phase, **any HQ or Staff** can use a *Pick up, Load, Unload, Embark, or Disembark* command to **automatically** order any vehicle to load or unload items such as assets, casualties, ammunition, and/or to embark or disembark units as passengers. Mark the vehicle Exposed. Only one command is needed to pick up something and drop off something, to embark passengers and disembark passengers, or to unload and load items in the same action.

   Meanwhile, any **HQ or Staff** may use an *Activate a Vehicle or AT-capable Infantry unit for the Vehicle Phase* command to **automatically** activate an unpinned vehicle to move during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase.

2. During the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase, any activated vehicle may move. Resolve AT Combat against the vehicle.

   Passenger units may also disembark without a command. Mark both the vehicle and passenger unit Exposed. Disembarked units may fire during the 3.7 Mutual (Friendly & Enemy) Combat Phase; passenger units in jeeps or riding on tanks may also fire during that phase.

   A vehicle may also unload assets, casualties, and ammunition without a command. Mark the vehicle Exposed.

Preplanned Movement   If a transport vehicle has a preplanned schedule for a mission, the vehicle will follow the schedule and may exert its VOF if it has one.

Pinned or Paralyzed Vehicles Do Not Transport

When a vehicle that is transporting casualties or assets becomes Pinned, it does not drop what it is carrying, but it will not be able to transport the casualties or assets any farther until it becomes unpinned.

Using Infantry Units to Transport Items

Any HQ or Staff can use a *Pick up, Load, Unload, Embark, or Disembark* command to **automatically** order any good order infantry unit, including LAT teams in certain cases, to pick up items from a card or from a different unit.

Pinned or Paralyzed Infantry Units Do Not Transport

When an infantry unit that is transporting casualties or assets becomes Pinned or is converted to a Paralyzed Team, it does not drop what it is carrying, but it will not be able to transport the casualties or assets any farther until rallied to a status that will allow it to do so.

Litter Teams   Litter teams carrying casualties will continue to transport casualties without first being rallied from a Pinned status.

Transport Capacity

The value in parenthesis on a vehicle counter indicates the number of steps it may carry. The vehicle may also carry items equal to the maximum allowed for that number of steps.

Item	Vehicle	Infantry Step
Friendly Casualty	1	1
MG Ammo	6	6
MTR Ammo	2	2
RCL or RKT Ammo	3	3
Flamethrower (2 Shots)	1	1
Demolition Charge	Unlimited	2+Any other Ammo and Assets
Infantry Step	1	N/A
Assets (Radios, Phones, Phone Line, Pyrotechnic, Rifle Grenades)	Unlimited	6+Any other Ammo

Using Helicopter Assaults to Transport Troops and Assets

Helicopter assaults may be used during missions in Vietnam. Helicopter assaults require a landing plan, staging areas, and at least one landing zone (LZ).

Landing Plan   Helicopter assaults follow the landing plan you establish before the start of the mission during 2.4.3 Task Organization, but you can adjust the plan each turn based on the current situation. Missions with a mid-mission helicopter assault will allow for a planning phase in the turn before the helicopter assault arrives. See "Air Assault Planning" in 7.4.5 Helicopter Assault for more information.

Staging Areas   The staging areas for helicopter assault operations include the PICKUP ZONE, INBOUND, OUTBOUND, and LOITER areas. Use the Helicopter Control Card, one side for Army Aviation and the other for Marine Aviation, to track the position of aircraft in the staging areas. Units without helicopter transport cannot move from the map to or between any of the staging areas. There is no LOS to or from the staging areas.

Landing Zones   Some missions might designate a starting LZ configuration of one, two, or three cards each with the helicopter icon, while other missions, such as combat patrols, might require you to mark LZs on the fly. The **CO HQ or a PLT HQ on a patrol mission** may use a *Designate a New Tactical Control* command to **automatically** mark an Open, Village, Brush, Elephant Grass, or Rice Paddy terrain card that includes a helicopter icon as an LZ, if that CO HQ or PLT HQ is on the card. Alternatively, **any HQ or Staff** may use a *Deploy Pyrotechnic* command to **automatically** order any good order unit with colored smoke to signal that a terrain card is an LZ, if that command relationship has been established before the start of the mission.

Helicopter Assault Sequence   Helicopter assault maneuvers use the following sequence.

1. At the start of the mission, loaded helicopters begin in the INBOUND area.
2. The helicopters leave the INBOUND area and enter the on-map LZ.
3. The helicopters depart the on-map LZ and enter the OUTBOUND area.
4. The helicopters arrive at the PICKUP ZONE.

Activation   You must activate all in-flight helicopters each turn. During the 3.3 Friendly Command Phase, **any HQ or Staff** may use an *Activate a Vehicle or AT-capable Infantry unit for the Vehicle Phase* command to **automatically** activate all helicopters in any one on-map LZ or in the PICKUP ZONE, INBOUND, OUTBOUND, or LOITER areas. During the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase, the helicopters move to the next area, as follows:

- Helicopters in the INBOUND area must move either to the on-map LZ, to the LOITER area, or return to the PICKUP ZONE.
- Helicopters in the LOITER area must move to either the on-map LZ or the OUTBOUND area.
- Helicopters in the on-map LZ must move to the OUTBOUND area.
- Helicopters in the OUTBOUND area must move to the PICKUP ZONE.
- Helicopters in the PICKUP ZONE can remain indefinitely or move to the INBOUND area.

Landing Zone Capacity   There are no capacity limits in the staging areas, but there is a maximum capacity of four vehicles per terrain card. At the end of the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase, if the number of helicopters exceeds an LZ's capacity or if more helicopters try to land in the same turn than an LZ can accommodate, the excess aircraft abort their landing. Helicopters in an LZ at the beginning of the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase may take off so that other helicopters may land.

Combat   Helicopters in the PICKUP ZONE, INBOUND, OUTBOUND, or LOITER staging areas cannot fire or be fired upon.

Checking Enemy Activity

You must check each enemy unit for activity during the 3.4.2 Enemy Activity Check Segment. Check each enemy unit only once per turn. Use the LAT/Pinned Activity Check Hierarchy chart to check all Pinned and LAT units. Check the mission instructions to know the hierarchy and tactics the enemy is using for the mission and use either the Enemy Defensive Activity Hierarchy chart or the Enemy Offensive Activity Check Hierarchy chart, as appropriate, to check all good order enemy units and leaders.

1. Randomly determine what order to check each enemy occupied card.
2. Within each card, check Pinned/LAT units, good order units, and leaders, in that order.
3. On the appropriate hierarchy chart, find the situation that applies to the unit, starting at the top of the hierarchy.
4. Draw an Action card. On the random number table, look beneath the number that's after the forward slash (/) on the hierarchy table; match the result with the number before the forward slash on the hierarchy table to know what action the unit will take. Have the unit take that action before checking the next unit. If the unit cannot legally take action, the unit does nothing.

Some hierarchy results call for an enemy unit to be removed and replaced with a PC marker. Use a PC marker with the same letter that was used in the row during setup. If another PC marker is already present, simply remove the unit.

Snipers   Do not check a sniper unit for activity unless the sniper is pinned or has been reduced to a LAT. A sniper continues to attack the card that brought the sniper onto the map until it is spotted. Reselect the sniper's target each combat phase.

Leaders   Draw an additional Action card for enemy units in visual-verbal communication with a leader. If the leader is alone on a card, flip the leader to its Fire Team side.

Continuing Fire   An enemy unit will not continue to fire into a card where there are no more valid targets.

Indirect Fire Spotter   Do not check a spotter unit for activity unless the spotter is pinned or has been reduced to an LAT. An indirect fire spotter with fire missions remaining will continue to call for fire with the following priority.

1. Units on the card last fired upon.
2. A card with a vehicle within LOS.
3. A card with the most steps within LOS.

The number of available fire missions, the NCM, and the number of draws for all fires after the first are included in the mission instructions. After all fire missions have been expended, remove the spotter from play.

Running Out of Ammunition

An enemy weapons teams that run out of ammunition will attempt to leave the map by moving one card away from US units during each activity check until it is out of LOS or has exited the map, in which case remove it from play. Move the enemy unit along the path of greatest cover and concealment.

Enemy squad units do not attempt to leave the map when they run out of ammo.

Suffering the Effects of CS Gas

During the 3.4.2 Enemy Activity Check Segment, an enemy unit on a card with CS gas will flip to its Fire Team side and must check to see if it falls back. Draw an Action card. If the random number under 3 is a 1 or 2, the unit is Exposed and falls back to an adjacent card, with priority given to a card that is out of LOS from all US units, the second priority given to the card with the highest cover and concealment value. Units that do not fall back become pinned.

Performing Actions with Vehicles

A VOF rating in a white circle is for Anti-Tank (AT) Combat. The only time an AT-capable unit can exert AT Combat fire against vehicle targets is during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase.

During the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase,

- *Any* vehicle may fire at infantry. Resolve all vehicle fire toward infantry targets during the 3.7 Mutual (Friendly & Enemy) Combat Phase.
- *Activated* vehicles may move, exert AT Combat fire at vehicles, or spot enemy units.
- *Activated* AT-capable infantry may exert AT Combat fire on a vehicle.
- *All* AT-capable units will exert AT Combat reaction fire at enemy vehicles within LOS.

AT-capable units may only fire once.

Tanks with Casualties or Passenger Units

Any tank carrying casualties or passenger units may not engage in combat.

Disembarking Passenger Units

Passenger units may disembark without a command during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase. Mark both the vehicle and passenger units Exposed.

Unloading Assets and Ammunition

A vehicle may unload assets and ammunition without a command during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase. Mark the vehicle Exposed.

Firing at a Vehicle with an AT-capable Infantry Unit

Exert AT Combat fire at a vehicle with an AT-capable infantry unit during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase.

Panzerfausts may fire *only* at vehicles.

Moving, Firing, and Spotting with a Vehicle

Move, fire, and spot with vehicles during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase.

For each vehicle on the map:

1. Resolve AT Combat fire against the vehicle (activated or not) for VOF not associated with any vehicle or weapon listed on the Vehicle and Anti-Tank Weapons Chart. If a call for fire targeted the vehicle, use the modifier on the Incoming! VOF marker.
2. If activated, the vehicle may move. (If the activated vehicle will fire, it may move before firing if there is a number in its Move & Fire column on the Vehicle and Anti-Tank Weapons Chart.) Move the vehicle to an adjacent card. Mark any passengers Exposed. A ground vehicle may move an unlimited number of cards but must stop on this turn if it fires or spots or enters a card with a Slow label; a No label means a vehicle may not enter the card. On *each new card*, resolve AT Combat fire against the vehicle for VOF not associated with any vehicle or weapon listed on the Vehicle and Anti-Tank Weapons Chart.
3. If activated, the vehicle may fire at another vehicle: resolve AT Combat fire against the target vehicle. Alternatively, an activated vehicle may spot. In either case, the vehicle must stop moving.
4. Resolve AT Combat reaction fire against the vehicle.
5. Flip the Activated marker on the vehicle to its Moved/Fired side.

A vehicle (activated or not) may also fire at an infantry unit during the 3.7 Mutual (Friendly & Enemy) Combat Phase.

Do not resolve VOF against vehicles again during 3.7 Mutual (Friendly & Enemy) Combat Phase.

Resolving AT Combat Fire

Use the Anti-Tank Combat Resolution and Modifiers chart to calculate the net Anti-Tank (AT) combat modifier. The following values for the calculation appear on the Vehicle and Anti-Tank Weapons Chart:

- The Gunnery Modifier for the firing unit's <u>range</u> to the target.
- The Defensive Value of the target vehicle.
- The Intrinsic cover value for the card
- The firing unit's Move & Fire modifier.

NOTE: In the Anti-Tank Combat Resolution and Modifiers chart, a target type V = ground vehicle and H = aircraft.

Quick Shot If the firing unit has a Quick Shot capability and if the target is not a helicopter, if the result is -4, -2, 0, 2, or 4, the result is a quick shot. Resolve AT Combat fire again. Repeat for every quick shot result.

G! VOF If the firing unit has a G! VOF, you must first follow the procedure for the *Attempt to make a Grenade Attack* command to determine success. If the attack is successful, then resolve AT Combat against the vehicle.

Vehicle Ammunition

Vehicles expend ammunition each time they fire, both for AT Combat fire during the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase and for VOF on infantry targets during the 3.7 Mutual (Friendly & Enemy) Combat Phase. When a tank's ammunition runs out, remove it from play.

AT Combat Results

Brewed Up (Ground Vehicles) /
Shot Down – Crashed (Aircraft) Replace the vehicle with a Burning Wreck marker. Convert each crew and passenger step to a casualty.

Knocked Out (Ground Vehicles) /
Shot Down – Auto Rotate (Aircraft) Replace the vehicle with a Wreck marker. Convert each crew and passenger step to a Fire Team. Mark the Fire Teams Exposed and Pinned and place them under the Wreck marker. Place an All Pinned marker on top of the unit's VOF marker. Determine the result of a HIT on each fire team. Draw another action card. Apply the results in the HIT EFFECT section based on the target's experience level.

Retreating (Ground Vehicles) Remove the vehicle and any passenger units from play for the remainder of the mission.

Aborted – Undamaged (Aircraft) If the aircraft is a helicopter, move the helicopter to the INBOUND staging area. During the next turn, the helicopter may return to the LZ or to the LOITER staging area.

Aborted – Damaged (Aircraft) If the aircraft is a helicopter, move the helicopter to the OUTBOUND staging area. During the next turn, move the helicopter and its passenger units to the PICKUP ZONE. Remove the helicopter from play for the remainder of the mission. Passenger units may then fly in an undamaged helicopter. In the case of any other aircraft, remove the aircraft from play for the remainder of the mission.

Pinned (Ground Vehicles) Place a Pinned marker on the vehicle. The vehicle may not spot.

Missed No effect.

Pinned Vehicles Become Unpinned

At the end of the 3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase, remove Pinned markers from vehicles that were not fired upon during the phase.

When to Resolve Potential Enemy Contact

During the 3.7.1b Evaluate Potential Contact Markers impulse, you must resolve potential enemy contact if a terrain card contains both a PC marker and a US unit.

Infantry Movement   An infantry unit may not move *through* a terrain card with a PC marker on it. This is because a unit may perform only one action of any named type (except for movement actions *within* a card) per turn.

Vehicle Movement   You can move activated vehicles *through* a card without resolving its PC marker. Only resolve a PC marker on the card where the vehicle ends movement.

Resolving Potential Enemy Contact

To resolve potential enemy contact:

1. Cross-reference the PC marker's letter with the Current Activity Level on the Potential Contact Draws Chart. If the result is Auto, the unit makes contact. If the result is a number, draw that number of Action cards. If a card includes the CONTACT! label, the unit makes contact.
2. Drawn an Action card and check the random number under 10. Consult the mission instructions to determine the type of contact based on the PC marker's letter.
3. Check the result on the Enemy Force Package Table in the campaign instructions for an exact description of the enemy. If the enemy cannot be placed because one or more units are not available due to counter limits, draw a new Action card to determine the type of enemy contacted.
4. Place only 1 of the indicated unit type. If multiple unit types are listed, place units with a + sign together on the same card. Place units separated by a forward slash (/) onto separate cards.
5. Place all new enemy units using the default cover level indicated in the mission instructions— beneath the same cover marker—unless the mission instructions indicate another kind of cover or if that unit is Exposed. "In cover" refers to a +1 cover marker. Place enemy units in multi-story building cover on the ground floor unless mission instructions indicate otherwise.

6. Update the mission log with enemy unit and ammo information.
7. Remove the PC marker and adjust the Current Activity level as necessary.

Multiple PC Markers   If more than one PC marker needs to be resolved, resolve them in alphabetical order. Resolve PC markers with the same letter in random order. If an event causes two PC markers to end up on the same card, remove the PC marker with the lowest letter.

Placing Enemy Units

Place Mines or Incoming! VOF markers on the same card as the unit resolving the PC marker. Otherwise, draw an Action card and cross-reference the random number under 10 with the Unit Placement Table in the mission information to know the direction and distance relative to the card to place the enemy unit. If the result is "Per Package Placement Table," refer to the PLACEMENT column in the campaign's Enemy Force Package table. If the table indicates to place the enemy unit on an adjacent card or at max LOS, draw Action cards and cross-reference the Unit Placement Table until you get a result with a direction.

- **Do not** place an enemy unit on a card if that card is along the PDF of another enemy unit; continue to draw cards until a valid location is found.
- **Do not** place an enemy unit on a card with an enemy VOF maker.
- **Do not** place an enemy unit on a card that does not allow the unit to target the triggering US unit.
- **Do not** place a new enemy unit on a card that already contains enemy units (unless you are placing two new enemy units together due to a + sign result).

If an enemy unit cannot legally be placed, redraw until the result is a unit that can be legally placed. If no unit can legally be placed, disregard the PC marker.

An enemy unit *can* appear on a card containing a US unit if called for by the package tables.

If an enemy mortar team is placed on a card with US units, flip the mortar team counter to its Fire Team side.

If an enemy unit is placed on a card with a PC marker, leave the PC marker in place.

Placing Snipers

Always place a sniper unspotted at maximum LOS and range from the affected card.

A sniper unit will target one unit in the target card, at random, with a preference for Exposed units. Place a SNIPER VOF marker on the unit being targeted and place a SMALL ARMS VOF marker on the card. If no target exists on the target card, the sniper will engage the closet US-occupied card in its LOS and the card with the most steps. If there are no eligible targets for the sniper, the sniper will remain in place until one appears within its LOS.

Placing Indirect Fire Spotters

If the potential contact results in an indirect fire spotter, place the spotter unspotted at maximum LOS range from the unit on the card that caused the spotter to appear and place an Incoming! VOF on the card.

Placing Leaders

If the potential contact results in a leader, randomly choose the leader.

Placing Mines and Booby Traps

If the potential contact results in mines, place a Mines VOF marker on the same card as the unit resolving the PC marker. Immediately draw three Action cards for each unit. If any card contains a burst icon, the unit has been hit. Flip the Mine marker to the explosion side as a reminder to include the VOF when determining the effects of combat.

Each time a unit enters or moves within the mined card, check whether the Mines VOF should be accounted for.

Booby Traps attack only once. A booby trap automatically results in a Mine VOF -4. If multiple units are on the card, randomly determine the target for the booby trap.

Expanding the Map

The placement of enemy units may cause the map to expand, but US units may not leave the original boundaries unless the mission instructions indicate otherwise. If the map expands into the staging area, push the staging area outward to accommodate map expansion.

Placing VOF and PDF for Enemy Units

If the PLACE VOF/PDF? column on the Enemy Force Package Table says "Yes" for the type of contact to be placed, the enemy automatically opens fire on the unit that triggered placement. (In Vol. 1 Vietnam and Vol. II Peleliu missions, enemy units may appear on a card with US units that did not trigger their placement, in which case the enemy units will open fire on the units of the same card.)

If the enemy unit opens fire through intervening PC markers at the same terrain level, remove those PC markers.

Determining Whether Enemy Units Have Been Spotted

If the UNIT SPOTTED? column on the Enemy Force Package Table says "Yes" for the type of contact to be placed, eligible US units will open fire on the enemy. If "No," place a PC marker on its "?" side on top of the enemy unit to show that it has not been spotted.

Unspotted applies to all occupants of a card. Units may not engage enemy units on an unspotted card even though those enemy units may be engaging friendly units.

Resolving Combat

Resolve the effects of infantry combat individually for every unit on a card containing a VOF marker. VOF markers indicate the amount of fire entering a card. Basic VOF markers apply to all units on a card, both US units and enemy units.

Resolve Flamethrower Attacks First   Before resolving other combat, first determine the result of flamethrower attacks using the F! VOF. See "Determining the Results of Fire" below. Afterward, place occupants of the target that do not become casualties outside cover and mark them Exposed and then resolve other VOF against the Exposed units normally. If the target was a cave, remove surviving occupants from play.

Calculating the Net Combat Modifier (NCM)

Before you calculate the NCM for a unit, flip all Pending Fire or Air Mission markers to their Incoming! or Air Strike VOF side.

The Net Combat Modifier (NCM) =

The best (lowest) VOF modifier from
- All Basic VOF **affecting the card**: S, A, or H VOF. Remember: All Pinned overrides an individual firing unit's S, A, or H VOF.
- G! VOF **targeting the unit** (Use the -4 modifier for US and German grenades; use the -3 modifier for Chinese, Japanese, North Korean, Viet Cong, and NVA grenades. For every step above three under a cover marker, each unit attacked receives a -1 VOF modifier.)
- DEMO VOF **targeting the unit**
- Sniper! (-3 VOF applies the **targeted unit** and the S VOF applies to the **entire card**.)
- Incoming! **affecting the card**. For US infantry targets, use the modifier printed on the enemy forward observer's counter. (For every step above three under a cover marker, each unit attacked receives a -1 VOF modifier.)
- Mines **targeting the unit**. (-4 for infantry and -2 for vehicles.)
- Booby Traps **targeting the unit**. (Use the -4 Mines VOF.)

+ The net modifier due to
- Visibility (see the Infantry Combat chart) - except when highest VOF is Grenade, Incoming!, Air Strike, Mines, Claymores, or Booby Trap, or an H VOF from an FPL, or when VOF is from a unit equipped with a passive infrared (IR) night observation device or thermal sight. For CS gas, use the modifier on the marker.
- Illumination (Use the top modifier on the illumination marker to the card and the bottom modifier, if present, to adjacent cards.)
- Observation devices (note that passive infrared (IR) night observation devices become ineffective under illumination.)
The combined visibility and illumination modifier cannot be less than +0.

+ All applicable modifiers based on defending unit's
- Status, including Exposed and Pinned
- Cover, including from cover markers and from the card, including the Cover & Concealment modifier and any Incoming! VOF modifier (burst icon)

+ All other applicable modifiers such as Concentrated Fire (even if LOS is lost due to smoke or Incoming!), Crossfire, Demo Miss, and Grenade Miss

Calculated NCM cannot be less than -4 or greater than +6.

Determining the Results of Fire

1. Draw an Action card. In the Fire Results section, find the NCM that applies to the unit to determine the result (HIT, PIN, or MISS).
2. If the result is MISS, there is no effect, but if the unit is pinned, remove its Pinned marker.
3. If the result is PIN, place a Pinned marker on the unit. The unit's VOF is reduced to All Pinned. Place the All Pinned marker on the top of the unit's VOF marker.
4. If a unit is HIT, place a Pinned marker on the unit (the unit's VOF is reduced to All Pinned, so place an All Pinned marker on the top of the unit's VOF marker) and draw another Action card. Apply the results in the HIT EFFECT section based on the target's experience level.

Each letter in the Hit Effects section of an Action card indicates how many steps of a unit convert to a Limited Action Team and how they each convert:

C – Casualty   **P** - Paralyzed Team   **L** - Litter Team
F - Fire Team*   **A** - Assault Team**

- If a unit has only one step, and if the result is two letters, use the first letter.
- If all but one step of a unit converts to LATs, the remaining step becomes a Fire Team.
- An existing LAT may convert to a different LAT.

*If the unit does not have a Fire Team on its reverse, convert the step to a generic Fire Team with same VOF.

**If the unit does not have a Fire Team side on its reverse, convert the step into a generic Assault Team. Otherwise, flip the unit to its Fire Team side or if it's already on its reverse Fire Team side, leave it alone.

Enemy Fanaticism   If the campaign or mission instructions designate enemy forces as Fanatic, enemy units do not convert to Litter Teams or Paralyzed Teams when it. Treat an L result like an F and treat a P result like a C.

Enemy Human Wave Attacks   When an enemy unit designated as a Human Wave Assaults is HIT, all results are C and they do not get pinned.

Prisoners   Any Paralyzed Teams or Litter Teams are captured if good order enemy units, Assault Teams, or Fire Teams are on the card but no same-side units are on the card. If a side does not take prisoners per the campaign instructions, automatically convert prisoners to casualties.

Any single step with a printed VOF may guard prisoners. Remove the step and the prisoners from play for the remainder of the mission.

Enemy Casualties   Enemy casualties are automatically captured if their card is cleared by the end of the 3.5 Mutual Capture & Retreat Phase. Remove the casualties from play and place them on the Asset Holding Card. Enemy units never capture US casualties.

Casualties Drop Transport   When a unit becomes a casualty it loses its ability to transport and drops anything it currently carries on its card.

Ammo Capacities

- **Machine Gun (MG) Ammo**   Each step can carry up to 6 points. When a unit runs out, place an Out of Ammo marker on it to reduce its ratings to those on the marker.
- **Mortar (MTR) Ammo**   Each step can carry up to 2 points.
- **Recoilless Rifle (RCL) Ammo**   Each step can carry up to 3 points.
- **Rocket (RKT) Ammo**   Each step of a Bazooka, RPG, or Panzerfaust unit can carry up to 3 points. Specific counters are provided for rocket launcher (Panzerfaust and B40/RPG) ammo. If a unit with rocket ammo runs out it loses its Close Range G! HOF.
- **Flamethrower (F!) Ammo**   Flamethrowers have 2 shots.
- **Demolition (DEMO) Charges**   The mission instructions tell which units may use demolition charges, but they may be moved about by other units.

NOTE: Some units may start with more ammo than they can carry.

Tracking Ammunition

Do not keep track of small arms, hand grenade, or grenade launcher ammunition.

You must track machine gun, mortar, rocket launcher, recoilless rifle, flamethrower, demolition charges, and tank ammunition on the mission log.

Ammo markers   Ammo markers can be placed beneath a unit to track various amounts of ammunition as it moves around the map. The number displayed on the top of the counter indicates the number of ammo points remaining.

Out of Ammo   Units have reduced capabilities when they run out of ammo.

- If a one-step unit runs out of ammo and if its Fire Team side has an S or A/S VOF, flip the unit to its Fire Team side.
- If a two-step unit runs out of ammo, or if a one-step unit runs out of ammo and its Fire Team side does not have an S or A/S VOF rating, place an Out of Ammo marker on the unit; the unit will have an S VOF rating and a range of Close Range.

Resupply   A unit may pick up available ammo if it is on the same card. Remove the Out of Ammo marker from the unit or flip the unit from its Fire Team side to its front.

Remove Pinned Markers When There Is No VOF

Removed Pinned markers from units on a card if that card no longer contains a VOF marker.